

Gamblers Briefing

Option 1 (10 points): complete the sequences labeled A through E going past the marked line

Option 2 (20 points): complete the sequence labeled A through E without crossing the line

Opening time: 30 seconds

Gamble times:

8" 12": 16 seconds, 18 seconds for select

16": 15 seconds, 17 seconds for select

20", 22", 24": 14 seconds, 16 seconds for select

Start jump must be taken in correct direction before engaging with another obstacle or score is elimination/zero. Start jump is worth one point and may be taken again in the opening period.

Finish jump is not live in opening and is worth 1 point. Finish jump must be taken in correct direction after first buzzer or score is elimination/zero.

No contact to contact, back-to-back is okay.

No refusals in opening or closing.

No loitering rule is in effect.

May not do any consecutive gamble obstacles in the opening.

28 points needed in total for qualifying score/level points.